

(12) UK Patent Application (19) GB (11) 2 161 083 A

(43) Application published 8 Jan 1986

(21) Application No 8514576

(22) Date of filing 10 Jun 1985

(30) Priority data

(31) 8415858

(32) 21 Jun 1984

(33) GB

(71) Applicant

Christopher Charles Cunnington,
48 Cranbourne Gardens, Temple Fortune, London
NW11

(72) Inventor

Christopher Charles Cunnington

(74) Agent and/or Address for Service

Graham Jones & Company,
77 Beaconsfield Road, Blackheath, London SE3 7LG

(51) INT CL⁴

A63F 3/00

(52) Domestic classification

A6H 23W 3C4 3CX

G5G 17 5B 5P

(56) Documents cited

None

(58) Field of search

A6H

(54) Educational game apparatus

(57) The apparatus, for aiding writing and spelling, comprises playing pieces, at least one die, at least one picture playing member 20 for each player, at least one picture dictionary playing member 22, and a playing board 2 containing all the letters of the alphabet and a plurality of connecting paths 6. A player throws a die to move the playing piece around the playing board to spell out the word or words to be written on the picture playing member 20, and checks the spelling etc. against the correct information on the picture dictionary playing member 22. The playing pieces can be transparent with non-transparent identifiers thereon.

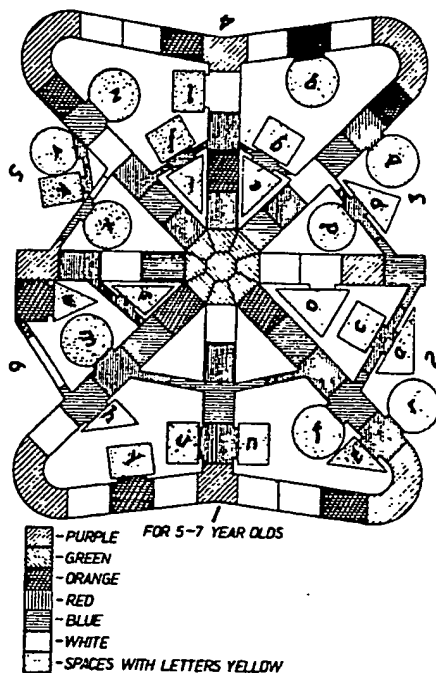


Fig. 1.

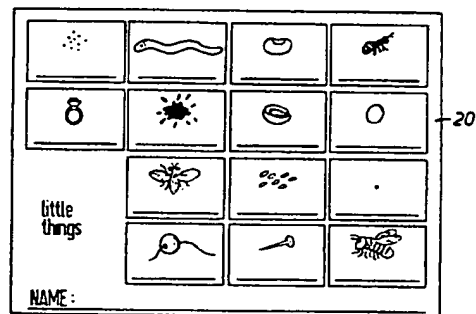


Fig. 5.

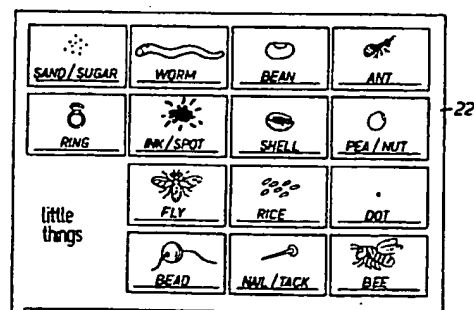
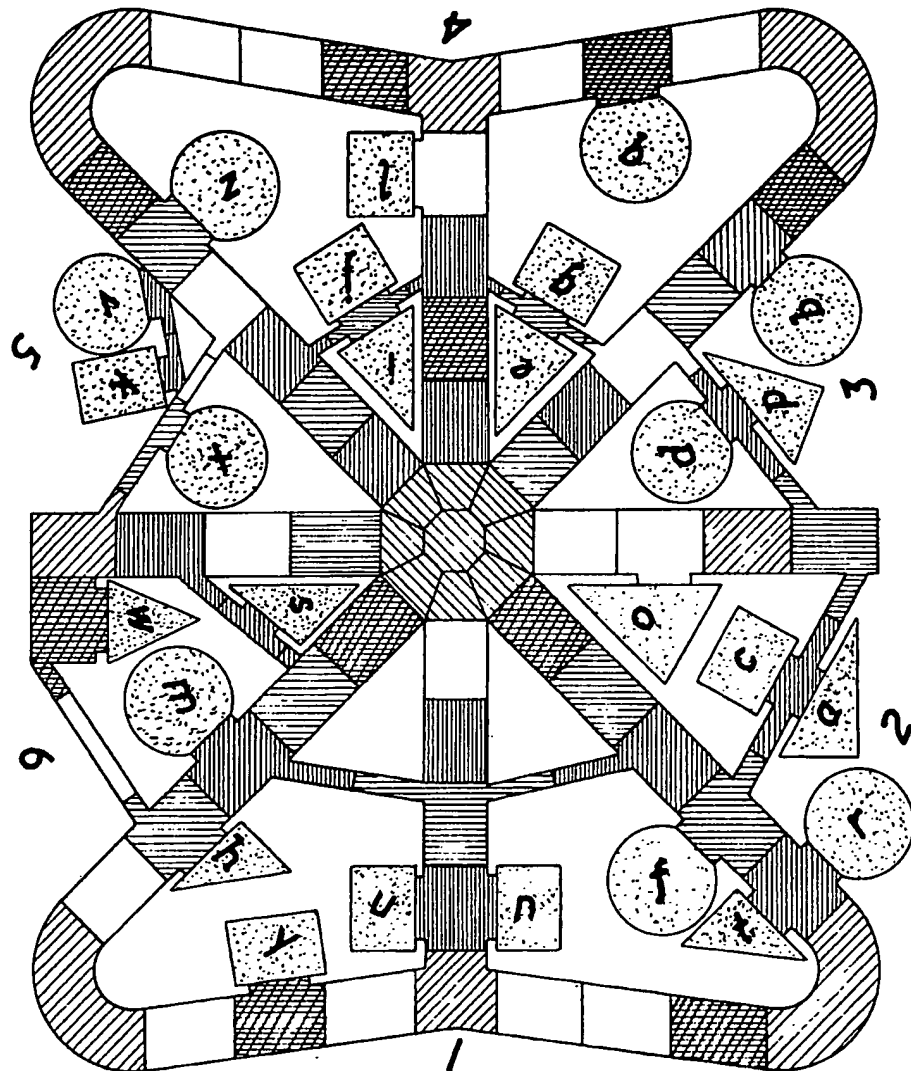


Fig. 6.

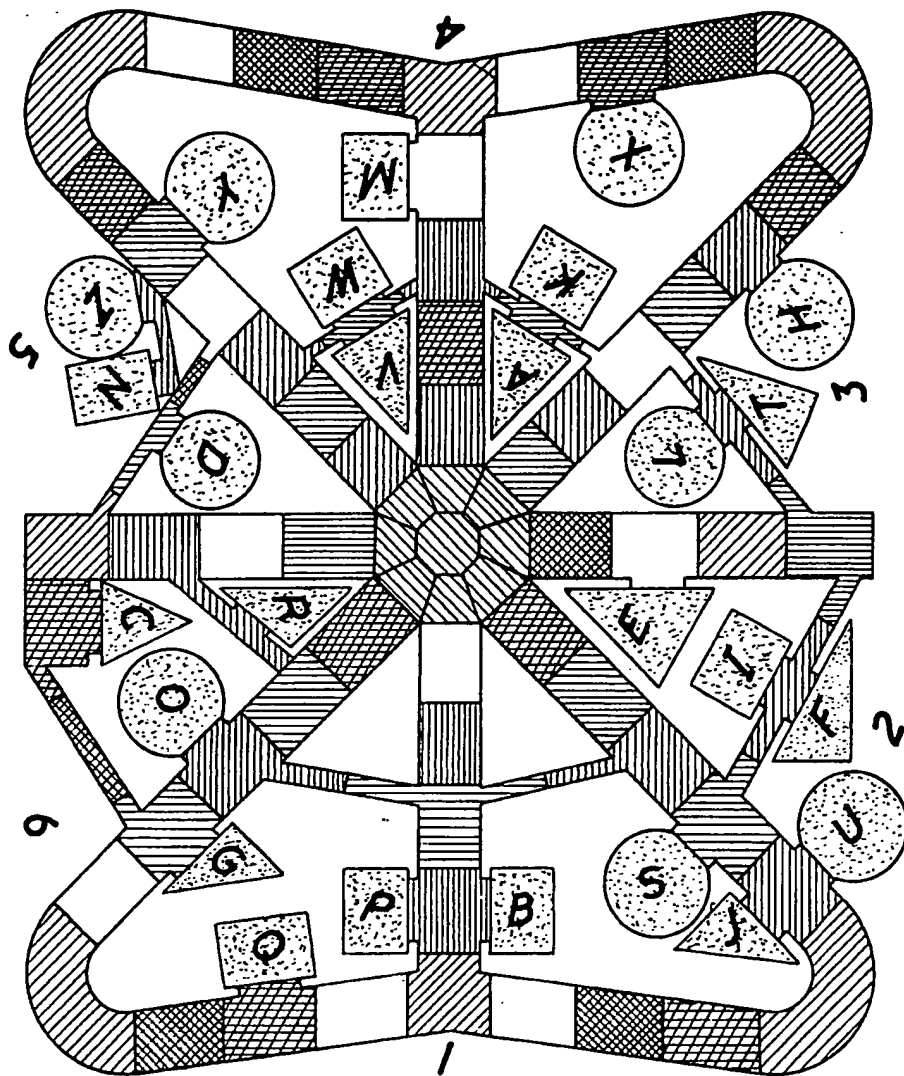
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- FOR 5-7 YEAR OLDS
- PURPLE
 - GREEN
 - ORANGE
 - RED
 - BLUE
 - WHITE
 - SPACES WITH LETTERS YELLOW

Fig. 1.

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FOR 8-11 YEAR OLDS

FIG. 4.

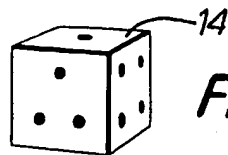
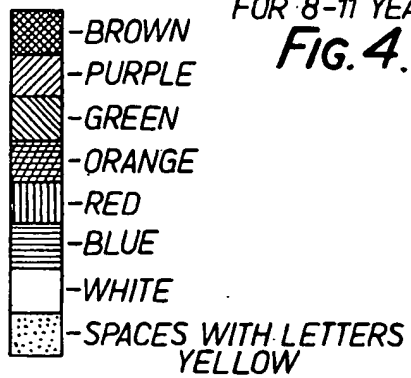


FIG. 2.

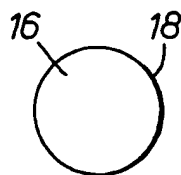


FIG. 3.

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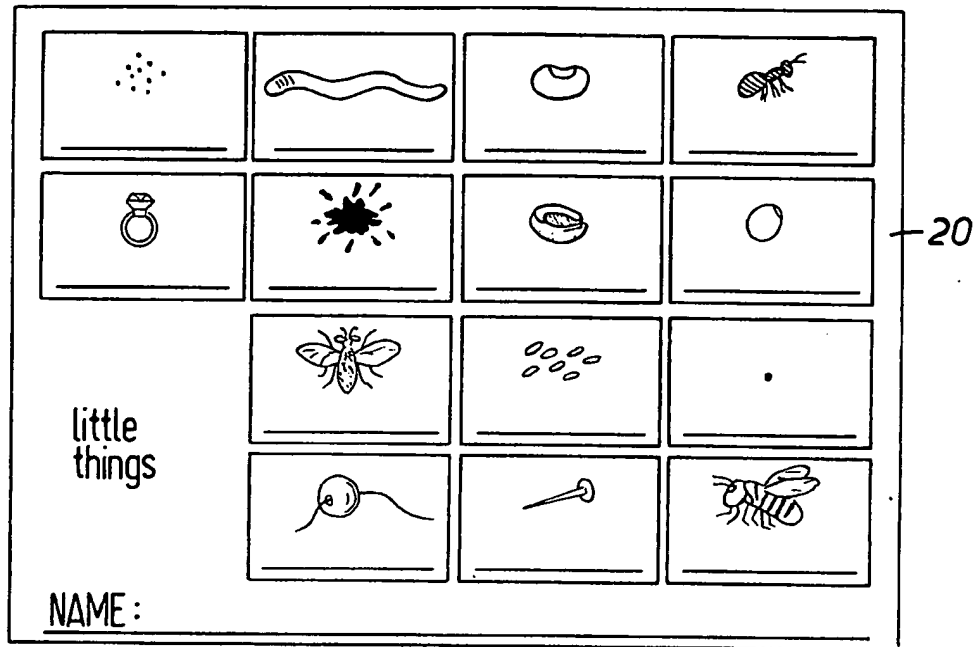


FIG. 5.

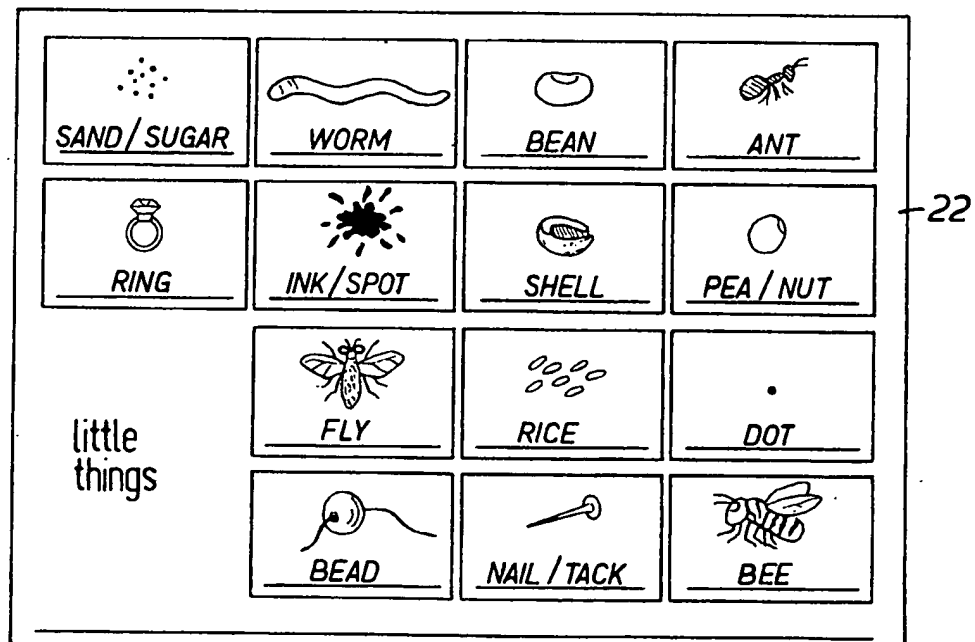

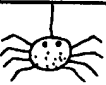















FIG. 6.

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24

little things
















				
				
				

NAME _____ 29 DATE _____ 28

Fig.7.

26

little things

NAME _____ 29 DATE _____ 28

Fig.8.

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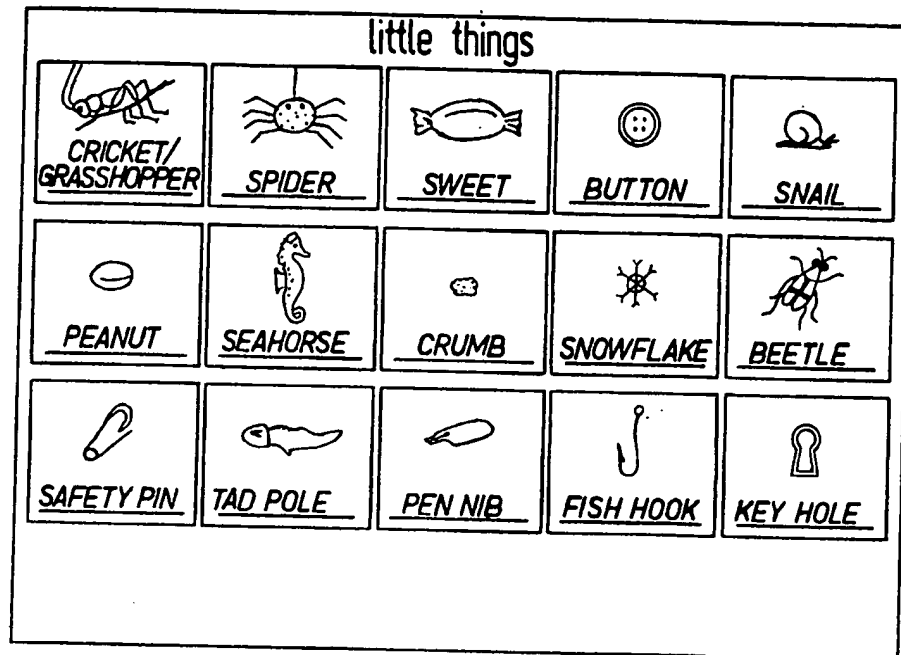


Fig. 9.

30

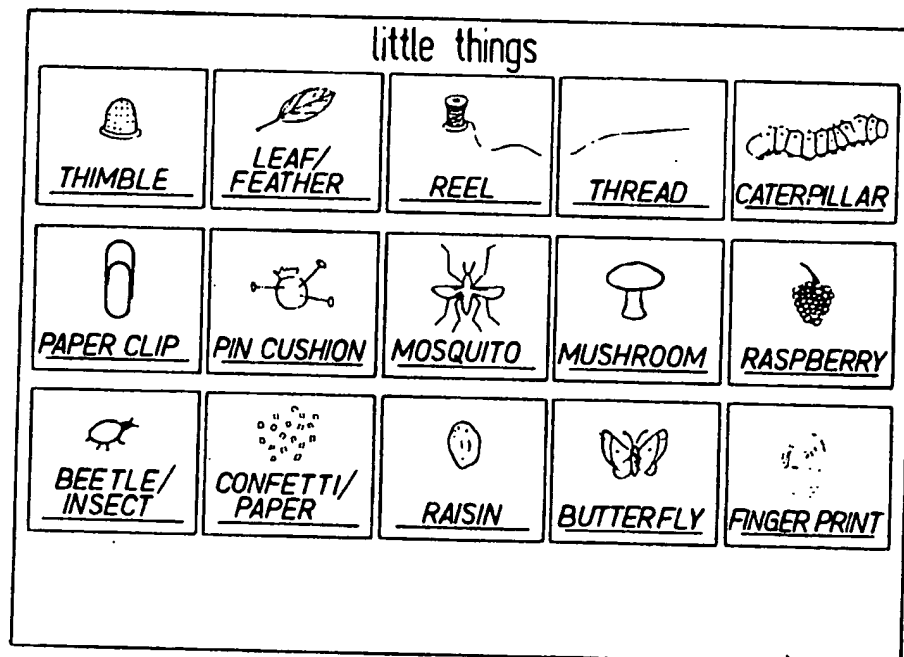


Fig. 10.

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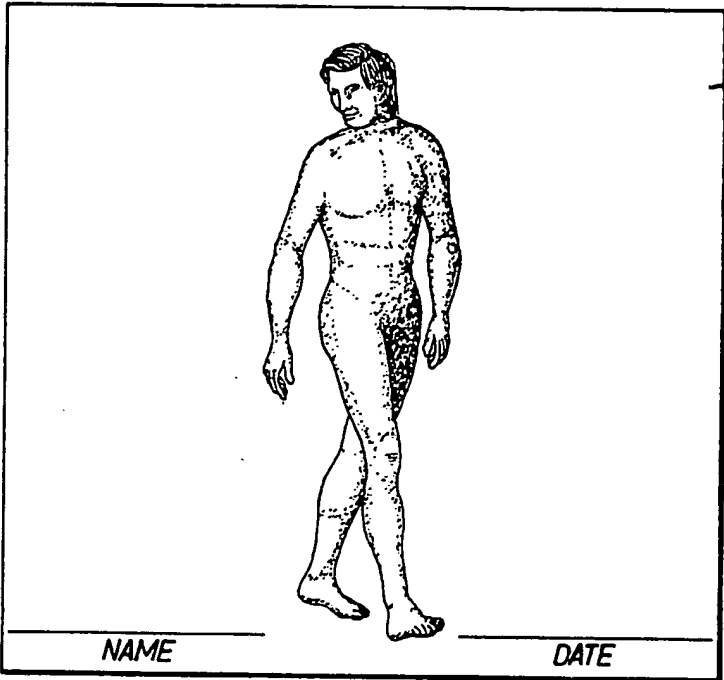


FIG. 11.

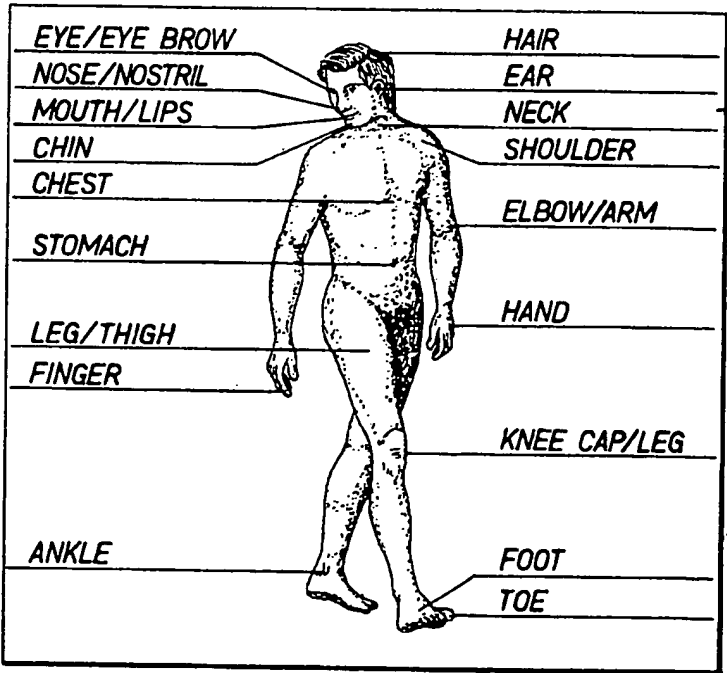


FIG. 12.

ADDITION POINTS FOR:— 6 4		INTELLIGENCE CHART													
		3 LETTER WORDS	4 LETTER WORDS	5 LETTER WORDS	6 LETTER WORDS	7 LETTER WORDS	8 LETTER WORDS	9 LETTER WORDS	10 LETTER WORDS	11 LETTER WORDS	12 LETTER WORDS	13 LETTER WORDS	14 LETTER WORDS		
ALL DIFFERENT LETTERS	8	6	10	18	24	32	36	40	42	44	46	48	50		
1 LETTER MISSPELT OR LEFT OUT	10	2	3	4	5	6	7	8	9	10	11	12	13		
2 LETTERS	" " " 10	1	2	3	4	5	6	7	8	9	10	11	12		
3 " " " " 10	"	—	1	2	3	4	5	6	7	8	9	10	11		
4 " " " " " 10	"	—	—	1	2	3	4	5	6	7	8	9	10		
5 " " " " " " 10	"	—	—	—	1	2	3	4	5	6	7	8	9		
6 " " " " " " " 10	"	—	—	—	—	1	2	3	4	5	6	7	8		
1 SET OF DOUBLE LETTERS	12	3	4	5	6	7	8	9	10	11	12	13	14		
2 SETS " " " 12	"	—	5	6	7	8	9	10	11	12	13	14	15		
3 " " " " " 12	"	—	—	—	8	9	10	11	12	13	14	15	16		
4 " " " " " " 12	"	—	—	—	—	—	11	12	13	14	15	16	17		
5 " " " " " " " 12	"	—	—	—	—	—	—	—	14	15	16	17	18		
1 SET OF TRIPLE LETTERS	14	—	—	—	—	12	13	14	15	16	17	18	19		
2 SETS " " " " 16	"	—	—	—	—	—	14	15	16	17	18	19	20		

FIG. 13.

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INTELLIGENCE CHART

SUBTRACTION		3	4	5	6	7	8	9	10	11	12	13	14
POINTS FOR: - 6		LETTER WORDS	LETTER WORDS	LETTER WORDS	LETTER WORDS	LETTER WORDS	LETTER WORDS	LETTER WORDS	LETTER WORDS	LETTER WORDS	LETTER WORDS	LETTER WORDS	LETTER WORDS
ALL DIFFERENT LETTERS	8	0	0	0	0	0	0	0	0	0	0	0	0
1 LETTER MISPELT OR LEFT OUT	10	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13
2 LETTERS " " " "	10	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15
3 " " " " " "	10	-	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17
4 " " " " " "	10	-	-	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19
5 " " " " " "	10	-	-	-	-13	-14	-15	-16	-17	-18	-19	-20	-21
6 " " " " " "	10	-	-	-	-	-16	-17	-18	-19	-20	-21	-22	-23
1 SET OF DOUBLE LETTERS	12	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1
2 SETS " " " "	12	-	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2
3 " " " " " "	12	-	-	-	-	-	-3	-3	-3	-3	-3	-3	-3
4 " " " " " "	12	-	-	-	-	-	-	-4	-4	-4	-4	-4	-4
5 " " " " " "	12	-	-	-	-	-	-	-	-	-	-	-	-
1 SET OF TRIPLE LETTERS	14	-	-	-	-	-2	-2	-2	-2	-2	-2	-2	-2
2 SETS " " " "	16	-	-	-	-	-	-	-	-3	-3	-3	-3	-3
EVERY OTHER LETTER CORRECT		-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1

FIG. 14.

SPECIFICATION

Educational game apparatus

5 This invention relates to educational game apparatus.

Of the many games that are known, only a relatively small proportion of them are educational games. There is a need for more educational games, especially educational games which are suitable for educating children. It is an aim of the present invention to provide such a game.

Accordingly, this invention provides educational game apparatus comprising a playing board, at least one playing piece for each player, at least one die, at least one picture playing member for each player, and at least one picture dictionary playing member, the playing board being such that it contains all the letters of the alphabet and a plurality of playing paths connecting the letters of the alphabet; the picture playing member being such that it contains information in the form of a picture and at least one blank area in which a player is to write what is shown in the picture, the picture dictionary playing member being such that it contains the picture on the picture playing member and the correct information in word form stating what is shown in the picture whereby players can check what they have written on the picture playing member, and the game apparatus being such that each player looks at the picture on his or her picture playing member, decides what written information needs to be spelt and written on the picture playing member, throws the die to move the playing piece around the playing board to spell out the written information letter by letter, writes the word or words on the picture playing member, and checks the word or words written on the picture playing member with the correct information in word form on the picture dictionary playing member whereby the players are taught to write and spell.

The educational game apparatus may be played in a variety of ways. Thus, for example, the players may fill in the picture playing members letter by letter before or after reaching only that letter on the playing board with their playing piece. Alternatively, the players may write in the desired entire word or words before or after reaching all the letters that spell out the desired word or words.

The playing paths on the playing board may be divided into playing sections, the playing sections being variously coloured such that each player has a separate colour. The game may be for various numbers of players, for example for two to six players.

The playing paths on the playing board may be such that there are eight radiating playing paths radiating from a central

and a plurality of connecting playing paths connecting the radiating playing paths at locations spaced from the central playing area.

There may be fourteen connecting playing paths.

The letters of the alphabet may be in the form of non-capital letters on the playing board.

When the letters of the alphabet are on the playing board in the form of non-capital letters, the game apparatus may be for five to seven year old players, and the playing board may be one in which all letters with triangular parts with diagonals (w, x, k, v, z) are on one side of the playing board, all round letters are on the other side of the playing board, straight and curved letters are located between the said first two groups of letters or at either end of the playing board, and n/u, m/w, b/d/p are grouped together for ease of identification.

The letters of the alphabet may also be in the form of capital letters on the playing board.

When the letters of the alphabet are on the playing board in the form of capital letters, the game apparatus may be for eight to eleven year old players and the playing board may be such that all letters with triangular or diagonal parts are located together, all letters with circular or right angled parts are located together, and M and N are located together.

Usually, the playing board will be printed with the desired letters, playing paths and the appropriate colours. It will thus be apparent that the playing board can relatively cheaply be produced and this is advantageous in producing the entire educational game at a competitive market cost.

Each playing piece may be in the form of a cone or a disc. When a cone is employed, the cone may be transparent, or it may be coloured or provided with a number for player identification purposes.

Alternatively, each playing piece may have a flat portion for sliding over the playing board and a raised portion by which the playing piece can be gripped for moving it over the playing board. Such a playing piece may be right angular in cross section.

Each playing piece, irrespective of its shape, may be substantially transparent, with a small non-transparent coloured portion for player identification purposes. The transparency of the playing piece enables the playing piece to be located on a letter on the playing board and the players to see that letter through the playing piece without the need to move the playing piece from its position over the letter.

The non-transparent portion may be in the form of a ring. With a disc shaped playing piece, the ring is preferably a peripheral ring.

The game may be produced such that the players are required to throw one die or two dice, the die may be thrown

one or more times.

Each picture playing member may be in the form of a picture playing card.

In one embodiment of the invention, each picture playing card may have on it the picture of only one object. In another embodiment of the invention, each picture playing card may have on it the pictures of a plurality of objects. Generally, when the game apparatus has picture playing cards with only one picture on each picture playing card, then it is for younger children than game apparatus with picture playing cards having on them pictures of a plurality of objects.

Alternatively, if desired, each picture playing member may be in the form of a picture playing sheet containing the pictures of a plurality of objects. With such a picture playing sheet, the game apparatus will be designed for older players than when the picture playing sheets each have on them the picture of only one object.

The picture playing members can advantageously easily be printed with the required information so that the picture playing members can be relatively cheaply produced. The picture playing members can have pictures of objects or scenes or pictures of musical data. The musical data may be for example, a picture of a musical cleff. If desired, the musical information can be played by a player on a musical instruments such as a piano.

The game apparatus may be such that there is a picture dictionary playing member for each player. In this case, the picture dictionary playing member may be in the form of a picture dictionary playing card.

Alternatively, the game apparatus may be such that there is a single comprehensive picture dictionary playing member for all the players. In this case, the single comprehensive picture dictionary playing member may be in the form of a picture dictionary playing sheet.

The picture dictionary playing member or the picture dictionary playing members may advantageously easily be printed with the required information.

In one advantageous embodiment of the invention, the educational game includes point distributing apparatus for distributing points in dependence upon each word spelt. The point distributing apparatus will normally only be included when the game apparatus has been designed for older children.

The point distributing apparatus may be such that it distributes points in dependence upon the complexity of the word spelt and the degree of correctness of the player's spelling.

The point distributing apparatus may be in the form of a point distributing chart.

The point distributing chart may distribute points by means of an addition system, a subtraction system, a multiplication system, a division system, or a fraction system, the point distributing chart thereby being effective

to teach the players mathematics.

Point distributing apparatus is described and claimed in my co-pending Patent Application filed herewith under No: 8415859.

The game may be such that when a player has successfully spelt the desired word or words, the player may call out a finishing word or a finishing phrase to indicate that he or she has completed his or her picture playing member or picture playing members.

Thus, such a player will indicate that he or she has finished and the game can be terminated at this point if desired. A presently preferred finishing phrase is EAT YOUR WORDS.

As an incentive to inducing young children to play and win and therefore correctly learn to spell, the game apparatus may be sold with a prize for the winner.

Since the game is to be played repetitively, obviously, a number of prizes will be desired and it can be arranged that these prizes are easily distributed sweets such for example as Smarties.

If desired, the game apparatus may include prize dispensing apparatus such for example as a simple apparatus for distributing one Smartie for each winner of a game played.

Embodiments of the invention will now be described solely by way of example and with reference to the accompanying drawings in which:

Figure 1 shows a first playing board;

Figure 2 shows a die;

Figure 3 shows a playing piece;

Figure 4 shows a second playing board;

Figure 5 shows a first picture playing member;

Figure 6 shows a picture dictionary playing member for the picture playing member shown in Figure 5;

Figures 7 and 8 show second and third picture playing members respectively;

Figures 9 and 10 show second and third picture dictionary playing members respectively for the picture playing members shown in Figures 7 and 8;

Figure 11 shows a fourth picture playing member;

Figure 12 shows a fourth picture dictionary playing member for the picture playing member shown in Figure 11; and

Figures 13 and 14 show two types of point distributing apparatus in the form of intelligence charts.

Referring to Figure 1, there is shown a playing board 2 for educational game apparatus which is suitable for five to seven year old players. It will be noted that the playing board 2 contains the 26 letters of the alphabet and these letters of the alphabet are written in non-capital letters. The playing board 2 is provided with a plurality of playing paths 6, the playing paths 6 connecting the letters of the alphabet as shown. The playing paths 6

are divided into playing sections as shown and the playing sections are variously coloured. The colour code for the playing board 2 is shown at the bottom of Figure 1.

5 It will be seen from Figure 1 that the playing paths 6 on the playing board 2 are such that there are eight radiating playing paths 8 radiating from a central playing area 10 and fourteen connecting playing paths 12 connecting the radiating playing paths 8 at locations spaced from the central playing area 10.

It will also be seen from Figure 1 that all the letters with triangular parts with diagonals (w, x, k, v, z) are on one side of the playing board 2, all round letters are on the other side of the playing board 2, straight and curved letters are located between the said two groups of letters or at either end of the playing board 2, and n/u, m/w, b/d/p are grouped together for ease of identification.

Figure 2 shows a die 14 and Figure 3 shows a playing piece in the form of a playing disc 16. The disc 16 is transparent over its entire area except for the peripheral ring 18 which is coloured. Each player can thus have a disc 16 with a different colour 18 for player identification purposes. The transparent part of the disc 16 enables a letter beneath the disc 16 easily to be seen without the need to move the disc 16.

General guide lines for five to seven year old players of the game may be as follows. The object of the game is to improve the player's spelling, reading, writing, counting and creative thinking abilities. As indicated, the board is divided by the 26 letters of the alphabet. There are preferably 60 separate sets of picture playing cards accompanied by a picture dictionary containing all the vocabulary from the cards. There are preferably six counters and one die.

PLAYING INSTRUCTIONS/STARTING THE GAME

One player, there can be 2-6, throws the die to start with what ever number comes up on the die. That player plays first. This is so because the board labeled on the outside with numbers from 1-6 in six different colours. Henceforth, the players know who plays first. Each number corresponds to a colour code which is equal to all the six different coloured playing pieces. All playing pieces are placed within the encircled green coloured area. The mission is to spell out the allocated word correctly and quickly. Once a letter has been landed upon, it must be written down on the card, (see rules below). Then it is checked against the picture dictionary.

The rules for the game for five to seven year olds may be as follows:

A) When one lands on an orange, red, blue or mauve space, one can move to another space of the same colour with

over that same colour.

B) Each colour or shape counts as one move.

C) Only one counter can be moved with one throw of the die.

D) If a person lands on a blank/white playing section one can play again.

E) One plays again if a person throws a 6.

F) The power of one's die finishes as soon as one reaches a letter.

G) To finish one must shout "EAT YOUR WORDS". Then the players receive 1 point if the word is right and nothing if wrong.

H) More than one playing piece can be on the same playing section, i.e. playing square.

The rules for eight to eleven year olds may be as above except as follows:

Rule G) One would check the intelligence chart.

Additional rules are

I) When landed on a brown square, one switches to any yellow space with a letter. The game has 2 counters, and an intelligence chart.

J) Once in a letter with a circle, triangle or square you can move to another the same shape, (only if you need it).

By way of example, it is mentioned that the game may be played by five to seven year old players with the playing board 2 of Figure 1 as follows. If a player is trying to spell the word QUEEN, the player can start in middle of the playing board 2 and throw 2, move to an orange space, and move to another orange space outside letter q. Play/throw 6 to enter q. Play again and throw 5 to land on red. Move to another red and land on red between u and n letters. Play 1 and land on u. Throw 4 and move on the blue opposite letter o. Move to blue between e and g letters. Throw twice to enter letter e. Then throw 5 to land on orange between e and i letters. Move to orange near u and n letters. Then play die to see if you can land on letter n. A player will then have spelt QUEEN correctly and will get 1 point.

Referring now to Figure 4, there is shown a playing board 2 which is like the playing board 2 illustrated in Figure 1 except that the board 2 illustrated in Figure 4 is designed to form part of an educational game for eight to eleven year old players. The playing board 2 shown in Figure 4 has one extra colour, that is brown. Also, the playing board 2 of Figure 4 is such that the 26 letters of the alphabet are written as capital letters on the playing board 2. It will be noticed that all capital letters with triangular or diagonal parts are located together, all capital letters with circular or right angled parts are located together, and M and N are located together.

With the playing board 2 of Figure 4, an eight to eleven year old player could spell SHOULDER as follows. Start in the middle of

blue. Move to another blue nearer letter S. Throw 5 to land on letter S. Move to H, then on to O, U, L and D. From D, for example play 3. Land on a blank space to play again.

- 5 Throws 3 and land on a mauve square. Move to a mauve square two squares away from the letter E. The player throws 3 and lands on E. The player then throws 2 and lands on brown, and switches automatically to the letter R. The 10 player has spelt SHOULDER correctly and receives 36 points.

- Referring now to Figure 5, there is shown a picture playing member in the form of a picture playing card 20. The picture playing 15 card 20 is entitled "little things" and it is provided with fourteen pictures of objects as shown. Underneath each object, there is a line on which the name of the object is to be written by the player of the educational game. 20 When the player has finished writing in all the names of the objects, the player writes his or her name on the line 22 which is provided and then indicates that he or she has finished the picture playing card 20. By way of 25 example, it is mentioned that the player can shout out a word or phrase indicating that he or she has finished and one such phrase may be EAT YOUR WORDS.

- When a player recognises an object on the 30 picture playing card 20, the player will throw the die shown in Figure 2 and will then move his or her counter 16 over the playing paths shown in the playing boards 2 of Figures 1 or 4 (depending upon how old the player is). The 35 player will only move on his or her coloured squares and the player will spell out the letters of the word identifying the object. The letters of the object can be inserted one by one on the line provided on the picture playing 40 card 20 as the player reaches these letters on the playing board 2. Alternatively, the player can write in the entire word on the line provided before or after starting to throw the die 14 and move around the playing board 2 45 to the desired letters forming the desired word. When the player has finished the entire picture playing card 20 to the best of his or her ability, the answers provided on the picture playing card 20 can be checked against 50 the corresponding picture dictionary playing member which as shown in Figure 6 is a picture dictionary playing card 22. It will be seen from Figure 6 that the picture dictionary playing card 22 has been completed to show 55 the correct words for the objects shown in the picture playing card 20 of Figure 5. As will be seen from a comparison of Figures 5 and 6, the objects in both cards 20 and 22 are the same and they are positioned in substantially 60 similar positions to facilitate ease of reference.

- Figures 7 and 8 show second and third examples of second and third picture playing members in the form of picture playing cards 24, 26 respectively. It will be seen that the 65 picture playing cards 24, 26 are also provided 130

with a line 28 on which a player can insert the date. A player can also insert his or her name as shown on the line 29 for special training in schools, a teacher then being able to identify which pupil has completed which picture playing card or cards. The date enables both the teacher and the player to see how proficient the player was at the given date.

- 75 Figures 9 and 10 show picture dictionary playing members in the form of picture dictionary playing cards 30, 32 which are needed for the picture playing cards 24, 26 respectively. Where Figures 9 and 10 show alternative names for the same object, for example 80 CRICKET/GRASSHOPPER in Figure 9, this is to stimulate the imagination of the player and increase the vocabulary of the player.

- Figure 11 shows a picture playing member 85 in the form of a picture playing card 34 and Figure 12 shows a picture dictionary playing member in the form of a picture dictionary playing card 36. The picture dictionary playing card 36 is the one which is needed for 90 checking the picture playing card 34. It will be noted that the picture playing card 34 shown in Figure 11 differs from the picture playing cards 20, 24, 26 shown in Figures 5, 7 and 8 respectively in that in Figure 11, the 95 name of the object (i.e. man) is not required but parts of the body are instead required. Thus completion of the picture playing card 34 is more difficult in some respects than completion of, for example, the picture playing 100 card 20 of Figure 5.

- The rules of the game can be varied as desired although the general rules for five to seven year old players will be substantially the same as those for eight to eleven year old 105 players. The game is played basically to improve a player's spelling whilst at the same time helping the player to write and also stimulating the imagination of the player. The educational game has sufficient interest to 110 maintain the attention of a young person and so facilitate better learning. In addition to spelling and writing, it will be apparent that the players must learn a degree of counting and planning as they move their counters 16 115 around the playing boards 2. The players can move their counters by jumping from one part of the playing board to another or by travelling over different routes as determined by the merits of the routes and/or the various strategies, skills and abilities of the players. Sometimes the players may prematurely stop at a place on the playing board due to failure to appreciate that they could have moved further 120 over the playing board. The players must learn reading and comparison as they compare the picture dictionary playing cards with their completed picture playing cards.

The game can be played in schools and children can look up words that they do not know in a dictionary. The game can help first 2.0.1.4

time teacher and pupil relationships by giving the teachers and pupils something in common to talk about. The game gives teachers a way of finding out the ability of the child and, in

5 this connection, it is to be noted that the game is designed to bring out various abilities of the child such for example as spelling abilities, planning abilities in moving round the playing board 2, and communicative abilities manifested by one child helping other by
10 saying the letters that he or she wants. The players can be encouraged to talk to each other to improve their social awareness. If a player does not know a word, he or she can
15 check it in the picture dictionary and it will thus be apparent that players can learn at their own speed. If desired, a teacher can make a child write out a misspelt word six or more times.

20 Generally, the game will be played to spell out the desired word or words as quickly and correctly as possible.

In a modified form of the game, the point distributing apparatus in the form of the intelligence charts illustrated in the Figures 13
25 and 14 may be employed.

Referring to the intelligence chart illustrated in Figure 13, it will be seen that this chart gives players points to add together depending upon whether or not they have correctly
30 spelt the word, how complex the word is, or how nearly correct they have spelt the word.

Figure 14 shows an intelligence chart similar to the intelligence chart shown in Figure
35 13 but with the intelligence chart of Figure 14, points are subtracted from a starting total with the greater number of points being subtracted for greater inaccuracies of spelling, due allowance being made for complexities of
40 words.

It will thus be apparent using the charts of Figures 13 and 14 additionally teaches the children the use of simple mathematics. This obviously has considerable benefits.

45 It is to be appreciated that the embodiments of the invention described above have been given by way of example only and that modifications may be effected. Thus, for example, the game may be played with two or
50 more dice instead of just one die 14. Also, if desired, another type of playing counter 16 could be employed such for example as one that was right angled in cross section to provide an upstanding portion that could be
55 easily gripped by a player. Further, the various picture playing cards and the picture dictionary playing cards can be replaced by the same or other information but in sheet form. Thus instead of the players having
60 cards, they may have sheets instead. It will be apparent that both sheets and cards can easily be printed so that manufacturing costs are kept as low as possible. When it is desired to play the educational game with the point
65 distributing apparatus, it will

that the intelligence charts can also be designed to teach the players other forms of mathematics such for example as multiplication, division and fractions.

70 In another modification of the invention, letters can be related to numbers so that each letter of the alphabet has a corresponding number with the letter 'a' being equal to 1 through to the letter 'z' being equal to 26.

75 Other numbers for the letters of the alphabet can be used. Then any spelt word can thereafter be converted to a series of numbers depending upon the number values of its letters, and various processes of mathematics
80 such for example as addition, subtraction, multiplication, division, algebra and others, can be employed to arrive at other numbers using the above processes of mathematics singly or in combination.

85 In further modifications of the invention, music can be employed to check whether the players have correctly spelt a word as a means of counter-checking mathematics and words against music. The numbers, letters
90 and music can be interrelated to ensure that if one of the numbers, letters and music is incorrect, the other two will show up the mistake. Any one of the numbers, letters and music will enable the player to formulate
95 whatever sentence, calculation or piece of music he wishes.

CLAIMS

1. Educational game apparatus comprising
100 a playing board, at least one playing piece for each player, at least one die, at least one picture playing member for each player, and at least one picture dictionary playing member, the playing board being such that it
105 contains all the letters of the alphabet and a plurality of playing paths connecting the letters of the alphabet, the picture playing member being such that it contains information in the form of a picture and at least one blank
110 area in which a player is to write what is shown in the picture, the picture dictionary playing member being such that it contains the picture on the picture playing member and the correct information in word form
115 stating what is shown in the picture whereby players can check what they have written on the picture playing member, and the game apparatus being such that each player looks at the picture on his or her picture playing
120 member, decides what written information needs to be spelt and written on the picture playing member, throws the die to move the playing piece around the playing board to spell out the written information letter by
125 letter, writes the word or words on the picture playing member, and checks the word or words written on the picture playing member with the correct information in word form on the picture dictionary playing member

474705, EAST version: 2.0.1. 4ayers are taught to write and

spell.

2. Game apparatus according to claim 1 in which the playing paths on the playing board are divided into playing sections, in which the playing sections being variously coloured such that each player has a separate colour.

3. Game apparatus according to claim 1 or claim 2 in which the playing paths on the playing board are such that there are eight radiating playing paths radiating from a central playing area, and a plurality of connecting playing paths connecting the radiating playing paths at locations spaced from the central playing area.

4. Game apparatus according to any one of the preceding claims in which there are fourteen connecting playing paths.

5. Game apparatus according to any one of the preceding claims in which the letters of the alphabet are in the form of non-capital letters on the playing board.

6. Game apparatus according to claim 5 which is for five to seven year old players and in which the playing board is one in which all letters with triangular parts with diagonals (w, x, k, v, z) are on one side of the playing board, all round letters are on the other side of the playing board, straight and curved letters are located between the said first two groups of letters or at either end of the playing board, and n/u, m/w, b/d/p are grouped together for ease of identification.

7. Game apparatus according to any one of claims 1 to 4 in which the letters of the alphabet are in the form of capital letters on the playing board.

8. Game apparatus according to claim 7 which is for eight to eleven year old players, and in which the playing board is one in which all letters with triangular or diagonal parts are located together, all letters with circular or right angled parts are located together, and M and N are located together.

9. Game apparatus according to any one of the preceding claims in which each playing piece is in the form of a cone or a disc.

10. Game apparatus according to any one of claims 1 to 8 in which each playing piece has a flat portion for sliding over the playing board and a raised portion by which the playing piece can be gripped for moving it over the playing board.

11. Game apparatus according to any one of the preceding claims in which each playing piece is substantially transparent with a small non-transparent coloured portion for player identification purposes.

12. Game apparatus according to any one of the preceding claims in which each picture playing member is in the form of a picture playing card.

13. Game apparatus according to any one of the preceding claims in which each picture playing card has on it the picture of only one object.

14. Game apparatus according to any one of claims 1 to 12 in which each picture playing card has on it the pictures of a plurality of objects.

15. Game apparatus according to any one of claims 1 to 11 in which each picture playing member is in the form of a picture playing sheet containing the pictures of a plurality of objects.

16. Game apparatus according to any one of the preceding claims and including one of the picture dictionary playing members for each player.

17. Game apparatus according to any one of claims 1 to 15 in which there is a single comprehensive picture dictionary playing member for all the players.

18. Game apparatus according to any one of the preceding claims and including point distributing apparatus for distributing points in dependence upon each word spelt.

19. Game apparatus according to claim 18 in which the point distributing apparatus is in the form of a point distributing chart.

20. Game apparatus according to claim 19 in which the point distributing chart distributes points by means of an addition system, a subtraction system, a multiplication system, a division system, or a fraction system, the point distributing chart thereby being effective to teach the players mathematics.

21. Game apparatus substantially as herein described with reference to the accompanying drawings.

Printed in the United Kingdom for
Her Majesty's Stationery Office, Dd 8818935, 1986, 4235.
Published at The Patent Office, 25 Southampton Buildings,
London, WC2A 1AY, from which copies may be obtained.